

What is claimed:

1. In a computer system, a method of representing a plurality of entities within a drawing as real object vector representations, comprising the steps of:
  - (a) obtaining a drawing;
  - (b) for each entity in the drawing, identifying at least one vector graphic within the drawing;
  - (c) creating a computer-storable object that is comprised of the identified at least one vector graphic; and
  - (d) attaching metadata to the computer-storable object.
2. The method of claim 1, wherein the drawing is a raster image and step (a) additionally comprises the step of:
  - (i) converting the raster image into a vector-based image.
3. The method of claim 2, wherein step (a)(i) comprises creating a vector-based image corresponding to the raster image using a vector graphics editor.
4. The method of claim 2, wherein the drawing is a raster image and step (a)(i) comprises creating a vector-based image corresponding to the raster image through an auto-tracing application.

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5. The method of claim 1, wherein the drawing is a paper drawing, and step

(a) comprises:

- (i) scanning the drawing creating a raster image; and
- (ii) converting the raster image into a vector-based image.

6. The method of claim 5, wherein step (a)(ii) comprises creating a vector-based image corresponding to the raster image using a vector graphics editor.

7. The method of claim 5, wherein the drawing is a raster image and step (a)(ii) comprises creating a vector-based image corresponding to the raster image through an auto-tracing application.

8. The method of claim 1, wherein the drawing is a CAD format file and step (a) additionally comprises the step of converting the CAD format file into a format that can be viewed in a graphics editor.

9. The method of claim 8, wherein the format that can be viewed in a graphics editor is selected from the group consisting of DWG, CDR, WMF and FLA.

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10. The method of claim 1, wherein step (b) comprises selecting at least one graphic vector in an application.

11. The method of claim 10, a user using the application selects individual graphic vectors using a pen and tablet interface.

12. The method of claim 10, wherein the application automatically selects graphic vectors upon a user selecting contiguous graphic vectors.

13. The method of claim 1, wherein the computer-storable object is a Macromedia Flash symbol.

14. The method of claim 1, wherein step (d) comprises generating at least one script and attaching the at least one script to the computer-storable object.

15. The method of claim 14, wherein said at least one script causes the computer-storable object to highlight vector graphics when viewed in a viewing application upon a predetermined event.

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16. The method of claim 15, wherein said predetermined event is selected from the group consisting of a mouse click on the object in the viewing application and a mouse rollover on the object in the viewing application.

17. The method of claim 14, wherein said at least one script causes the computer-storable object to link to an external database or application upon a predetermined event.

18. The method of claim 17, wherein said predetermined event is selected from the group consisting of a mouse click on the object in the viewing application and a mouse rollover on the object in the viewing application.

19. The method of claim 1, wherein said computer-storable object is stored in a scalable vector graphics format file.

20. The method of claim 19, wherein said scalable vector graphics format is selected from the group consisting of SVG and SWF.

21. A method of embedding intelligence in every part in a vector-based parts diagram, comprising the steps of:

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- (a) creating a template script;
- (b) for each part, identifying at least one vector graphic in the parts diagram;
- (c) for each part, customizing the template script using information specific to that part; and
- (d) for each part, storing the customized script with computer code defining the part.

22. The method of claim 21, wherein the computer code defining each part is a Macromedia Flash symbol, and the template script is a Macromedia Flash script.

23. The method of claim 21, wherein the template script contains interactive effects commands and external link commands.

24. A system for embedding intelligence in every part in a vector-based parts diagram, comprising:

- (a) a template script;
- (b) for each part, means for identifying at least one vector graphic in the parts diagram;

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- (c) for each part, means for customizing the template script using information specific to that part; and
- (d) for each part, means for storing the customized script with computer code defining the part.

25. The system of claim 24, wherein the computer code defining each part is a Macromedia Flash symbol, and the template script is a Macromedia Flash script.

26. The system of claim 24, wherein the template script contains interactive effects commands and external link commands.

27. A method of viewing a parts diagram in a web browser, wherein every part in the parts diagram is stored as a separate object, and every part is linked to information stored in an external application that is specific to that part, such that a predefined event will cause information specific to that part to be displayed with the part in the web browser.

28. The method of claim 27, wherein each part is stored in an SVG format file.

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29. The method of claim 27, wherein said part-specific information is selected from the group consisting of price, availability and location.

30. A method of viewing a parts diagram in an application on a mobile device, wherein every part in the parts diagram is stored as a separate object, and every part is linked to information stored in at least one external application that is specific to that part, such that a predefined user interaction event will cause information specific to that part to be displayed with the part in the mobile device application.

31. The method of claim 30, wherein each part is stored in an SVG format file.

32. The method of claim 30, wherein said part-specific information is selected from the group consisting of price, availability, and location.

33. The method of claim 30, wherein said mobile device is selected from the group consisting of a handheld computer, a pocket computer and a personal data assistant.

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